Ed Horger
1250 Ottkens
Troy, Mich. 48084

BLOCK BUILDER

Before running this program, type in S=0. This is the block counter and if you've used up all available memory, you can dump to tape, break from the program, reset S to 0, (zero), and continue on.

MENU: Select 0 to 3

(0)COLOR SET: 4 colors appear on screen, select color (0-3) and JY(1) advances value. Press TR(1) to set and to set the others. Any key other than 0-3 will exit to menu.

(1)BLOCK BLDER: Will first ask for address of beginning of storage area. Type 66B0 for 4K. No "!" is needed. # of blocks can be any number limited by memory available. A "0" here will exit to menu. WIDTH and HEIGHT can be any size, even or odd. The amount of memory will then flash on the screen for a second. If 0 or less free memory is left, press 9, (exit), select DMP TO TAPE, BREAK, S=0; RUN, then continue. Keys 0-3 represent the pixel values selected with COLOR SET. The cursor, (= to FA) is at the next pixel position and advances accordingly. 9 will exit to menu, 4-8 will back up to begining of current line if you made a mistake. Make sure the line is correct before the last pixel of that line is entered as it advances to the next line and cannot back up. Block is then snapped into memory along with clear border. WIDTH & HEIGHT of next block is asked for, if done then the menu reappears.

(3) SHOW BLOCK: 9 for exit, otherwise any key, then the decimal value for the appropiate block on the list. Keep track of these values so you know how far apart they are when you later add them to your program. The selected block will be shown and CHANGE? will appear. Press SHIFT Y to change. Only that block will be affected, otherwise any key to menu. Again, 9 will exit CHANGE routine.

(2)DMP TO TAPE: Start recorder on record when you select this. You have 10 seconds to do so. Only the graphic blocks will be saved. Done will appear then back to the menu.

To add your saved snaps to your program, PRINT%(!6082) for end of basic program, then :INPUT%(NNNN) to load your graphics. NNNN is the value at !6082. Good luck

9b

Block Builder - Ed Hanger

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1  Clear: NT=0: Goto6
2  Print "Color set": Return
3  Print " Block BLDER": Return
4  Print " Dmp to tape": Return
5  Print " Show Block?": Return
6  For A=0to3: Print "Enter", A, "■": Gosub A+2: Next A
7  Goto 12
8  NT=8: For T=0 to3: NU="V": Next T: NT=0: Return
9  Clear: Print "Exit": Gosub8: Return
10 Gosub 48: Print "Select": W=KP: W=W-48: E=(W=9)+(W>3)+(W<0):
   Return
12 Gosub 10: Goto 20+E
19 Clear: CF=Large: CX=-25: CY=40: CC=1: Gosub W+2: CC=7: CF=small: Return
20 Gosub 19: Goto 30+(W*10)
21 Clear: Goto 22
22 Gosub 9: RUN
30 M=4: For X=-60 to60 step 40: Box X,0,40,20,M: M=M+1: Next X: Gosub 31:
   Goto 32
31 CY=32: Print "BC(0)", BC: Print "FA(1), FA: Print "FB(2)", FB: Print"FC(3),FC:
   Return
32 Gosub10: IF E=0 Gosub 100+W: A=V: Gosub 200: C=A: Gosub 104+W: Goto 35
33 Goto 20+E
35 C=C-NY(1): IF(C=-1)+(C=256) C=0
36 Gosub 104+W: Gosub31: IF +R(1)=0 Goto 35
37 Goto 32
40 Gosub 48: Print "Block #1": Gosub 250: Input "# of Blocks", S: IF S=0 Run
41 L=28108: For Z=1 to S: %(L)=M: L=L-2: Gosub48: Print "#", Z; Print:
   Print: Gosub48: Input "Width", A, "Height", B: Gosub 48: E=27616-M: Print E:
   Gosub8: Box 0,0,A+2,B+2,1: Box 0,0,A,B,4
42 V=B+2+1: For Y=1 to B: U=V-1: H=-(A+2+1)
43 K=RU: H=H+(RU=0): For X=1 to A: CY=-30: H=H+1: Point H,U,1: Gosub10: C=W+4
44 IF E=2 Gosub 9: RUN
45 IF E=1 Gosub 8: H=-(A+2+1): Goto 43
46 Point H,U,C: Next X: Next Y: Gosub 1000: Snap 0,0,A,B,%(M): A=A+2: B=B+2:
   Box 0,0,A,B,4: Show 0,0,0,%(M): Snap 0,0,A,B,%(M): M=M+(A+4+(RU#0))xB+5: Box
   0,0,A,B,4: Next Z
47 %(L)=M: RUN
48 Box -40,-43,80,12,4
49 CY=-40: Return
50 IF SC1 Goto60
51 Print "Start Record": Gosub 55: L=28108: A=%(L): L=L-2x5): B=%(L):
   C=B-A: Print A(A),C: Gosub 48: Print "Done": Gosub55: Run
55 For T=0 to 5000: Next T: Return
60 Gosub 19: IF SC1 Gosub48: Print "Sorry": Gosub 8: Run
61 Gosub 65: If A=57: Run
62 Gosub 48: INPUT M: Show 0,0,0,%(M): Gosub48: Print "Change?": A=KP: IF A#"Y"
   RUN
63 A=%(M): B=%(M+2): Box 0,0,A,B,5: A=A-2: B=B-2: Box 0,0,A,B,4:
64 For Z=5 to5 Goto42
65 Z=CX: L=28108: For T=1 to5: M=%(L): L=L-2: CX=Z: Print "Block", T: Print A,;
   Print "%(", M; Print ")": Next A: Gosub49: Print "Exit=9": A=KP: Return
100 U=BC: Return
101 U=FA: Return
102 U=FB: Return
103 U=FC: Return
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104  BC=C : Return
105  FA=C : Return
106  FB=C : Return
107  FC=C : Return

200  O=V: V=U÷8: IF RU=0 Goto 202
201  U=S: V=V-1: Goto 200
202  T=14: B(19)="V": V=S+7; For C=V to S Step-1: B(21)=T: Gosub 104+W;
     T=T-2: Next C: Return
250  M=0: For D=0 to 3: A=KP: +U=A: Gosub 300: IF (A>15)+(A<0)=1 Goto 250
252  Gosub 400+D: M=M+A: Next D: Return
300  IF (A<58)+(A>47)=2 A=A-48
301  IF (A<71)+(A>64)=2 A=A-55
302  Return
400  A=A*4096: Return
401  A=A*256: Return
402  A=A*16
403  Return
1000 IF R Box A+2+1,0,1,B,4
1001 Return
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Bob,

Sorry I don't have a printer! If you print this I hope you don't have to use this as it's a little hard to read. My typewriter is falling apart and it's late, about 2 AM. Again, I'm sorry about the sloppiness.

I just got my EB cartridge replaced after being inoperative for over a year and had fun with this one. There's lots of button pushing and I've actually used it for a program. I've got a rather fine display of Sesame Street characters on tape for my 2½ yr old boy.

If I'm not mistaking, I believe the Graphic Blocks can also be used with a Machine language routine.

I'll check this out when I get a chance.

How's the Z Gross coming along?

Many thanks again

Ed Hagen

P.S. I've depleted my supply of Oak Bases. The last ones were sold this week and right now I don't intend on building any more. Not enough time in the day. If someone else would like to take on this product I'll send plans and instructions Free! They're still selling. A Healthy wood shop is recommended!